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# Learn Major League Baseball

By JOHN J. TROY

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JOHN (DASHER) TROY, DETROIT, 1881

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DEAR TROY:

Mighty glad to get your letter, and am pleased to learn of the new venture, which I hope will pay you well. If any one is qualified for getting out such a book to teach the young fellows, you surely are well equipped from your long and active experience and then being in such close touch with the game ever since leaving the big league.

I don't publish anything myself or have anything to sell, hence I have nothing to arrange for in the matter of advertising space in your book.

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With personal regards and best wishes,

Cordially yours,

W. A. SUNDAY.

BY JOHN (DASHER) TROY  
*One Time Major League Ball Player*

There was a day when John (Dasher) Troy was one of the bright lights of the diamond. Advancing age has long since driven him from his favorite haunts. But, though, as he admits, he has "had his day and that day is a long time past," still he has "seen more baseball games than any other player in the country," and remained throughout a close student and observer of the game. His observations in the form of little lessons to ambitious ball players, and illuminating side discourse to the public on inside baseball, form a series of unusual interest.

## REMINISCENCES OF AN OLD TIMER

### Suggestions to Would-be Ball Players—The Game in the Old Days—Hints on Inside Baseball.

**B**ASEBALL is a sport that people will never grow tired reading about. I suppose that even the old ball player, if he should start to tell them something about the game of his day, might interest them. At least I am going to make the effort, for I am an old ball player, who could once round the bases as fast as the best of them, and though I have had my day and it has passed a good while ago, I am still as closely bound to the diamond by interest as I was in my younger days when I was a professional ball player myself.

My object in breaking into print at my time of life isn't only to interest the public. I know that their interest has made baseball great. But while I realize and appreciate what the public have done, and it has been a great work in baseball, my more immediate object is to give some few facts from my own experience and some lessons gleaned from my many years' observation of baseball since I ceased to be a player myself, which might perhaps be of some value as friendly advice



and instruction to the young player who stands to-day where I stood nearly forty years ago.

Perhaps the public may find some interest, too, in these few scattered lessons, as they are curious about what they call inside baseball, a term that has been coined of late years, though we of the old school used to practice what we may have known by a different name or never called by name at all. For the lessons which a young ball player must learn are, after all, only inside baseball of the most direct and, therefore, the most valuable kind.

I cannot go on without a word of the old days when I was young and in the ranks. I see in my memory those old stars, remember how they used to play the game, the hardships they endured, and the scant recognition they ever received for their services. They are all gone now. But those old-timers, whatever their worth, made baseball. They had to contend with conditions that the young player of to-day knows nothing about. The game was a precarious proposition in those days, and the salary list had no resemblance to that of the present. It was downright hard work, with all the dangers of the present game magnified tenfold and little of the comforts of the present to offset the great hardships. And so I think it is not too much for me to claim for the old ball players a high place among the makers of baseball. They were hard working and honest, and the debt that baseball owes them for their service when the game was not yet established on its present important plane will perhaps never be appreciated in full.

I have often wondered why it is that some of the oldtime ball players, who were stars in their day, have never taken it upon themselves to tell the public and the ball players of the present what kind of a game

was played in those days. They owe it to the old days to down the impression that the public seems to have that the game is so far advanced, particularly in pitching, that the old game could not come anywhere near it. This is a mistake, which I will maintain as long as I live, for I have seen both the modern and the oldtime game, and I know of my own experience how important and valuable that old type of baseball actually was.

There is a great distinction in my mind between baseball that is reasonably good, and what I would call Major League baseball. My object is to try to teach the young player something of Major League baseball, for I too, well realize that the manager has no time and often no inclination to do this. He is too much occupied with looking out for his own position, and goes on the theory that the player ought to get his experience and knowledge himself. So he will not usually bother with a young fellow, no matter how bright or skillful he may be, unless he also knows the game pretty thoroughly as well. To my mind, many a young fellow with the makings of a star has failed on that very account, grown discouraged at the difficulty in his way, and gone into some other profession.

I played baseball for many years, finally retiring from the active game when the present Polo Grounds opened up as the Brotherhood Baseball Park. Even then I went into business in the near neighborhood and also for many years had the bar and lunch privilege at the Polo Grounds.

My peculiar position, I believe, has enabled me to see more baseball games than any other player in the country. And all that time I need not say I have been from habit and choice always a close observer and student of the game.

My first piece of advice to young fellows who are dreaming of becoming good ball players is this: If you have good eyesight, get into the game; if not, stay out, for you will never make a good ball player with that handicap. Eyesight isn't often spoken of among the talents of the ball player, but it is the first and most important thing.

Along with excellent eyesight should go a good, quick and clear brain. Education is undoubtedly desirable, but it is not essential. I never had a very good education myself, and there are many star ball players, both of the old days and the present time, who could not claim to be educated men in the present acceptance of the term. But whatever his education or lack of education, baseball requires a man who is keen-witted and intelligent. And it demands of him that he keep his brain well conditioned and do nothing which shall impair his capacity to quickly grasp lessons which fall under his observation and apply those lessons. That type of mind which is not only quick and active, but is original, always trying something startling and new, is the highest type of baseball brain. I will have much more to say of this type, together with certain suggestions which I think should stimulate the student of the game to better effort. This in brief is the bedrock of eligibility to the game, for circumstances act just like a coach at college and training school in picking out the men who are best fitted for the school teams. A ball player may not have any coach to contend with, but he may be sure that circumstances will act in the long run with greater severity and strict justice than any coach could give. Whether or not he is fitted to become a ball player will stand out clearly by his own qualifications, and the first two are, as I have indicated, excellent eyesight and a clear, thinking brain. Later I

shall take up more physical qualifications and indicate how these qualifications apply not only to a ball player as such, but particularly to the individual positions on the diamond.

Several other qualifications are necessary for the player at any position. Speed is the watchword of modern baseball. A young athlete must be quick and active and I would specially recommend all would-be players to practice the sprint with a good deal of persistence. In track athletics various types of foot races are in order, and they all require an entirely different training. For instance, the mile runner would very likely be of no possible good at the hundred yards distance, just as the hundred yard man would be out of it at the mile. Baseball is a game of sprints. All the distances are short, but the man who can get to first a foot ahead of the other fellow has made a safe hit.

A would-be player must also develop his throwing arm. To be a success he must be a fast, accurate thrower. He should cultivate the overhand throw and learn to drive the ball on a line. Practice is the most important way of becoming expert.

Some players are star first basemen, who would be lost at shortstop for instance. There are certain qualifications which go with every position on the diamond. A player should study his qualifications very carefully, and try to determine not necessarily the position he would best like to play, but the position for which he is best fitted. Many players, even in the Major Leagues, have lost years of time trying to play a position for which they were not naturally fitted and have found out perhaps late in their career the place which they should have occupied from the first. I have no hesitation in saying that choice of position is one of the most important, if not the most important, things for a player



to decide upon. Upon the wisdom of his choice here depends a great deal of his future success.

The importance of settling this question rightly is shown by the training necessary in developing a throwing arm. For instance, if a player has decided that he should play the outfield, he will need to develop his throwing arm along entirely different lines than would be the case if he were a shortstop. For instance, an outfielder will need to develop distance as well as accuracy in his throw. Perhaps the most important part of an outfielder's duties is getting a runner at the plate. Great throwing arms are not common, but there is no department of an outfielder's work where they are more needed.

Conversely, if a player had decided that he was a natural shortstop he would need to develop a very quick get-away with the ball and a fairly long throw. Speed would be in that case the prime essential and, of course, accuracy as well. But the shortstop would need to practice a throw from a difficult position as well as from a natural position, as he often has to make the throw under very unfavorable circumstances in a regulation game.

I have often thought outfielders injured their arms by a false method of throwing, as it is absolutely certain pitchers and catchers often do. If an outfielder will throw overhand, let his arm out at full length, and keep his arm close to his ear in throwing, I doubt if he will ever throw his arm out or injure it in any way. He will certainly not do so if he has had proper preliminary training and is in good physical condition.

So much for general requirements in a player. To carry the study further it will be necessary to consider the various positions in turn. First, because it is one of the most important and most imperfectly understood, I will begin with the position of catcher.

The backstop should be at least five feet, nine inches in height. Ordinarily the catcher is rather stocky of build. In fact, this type is so well understood that catchers are usually men of wide muscular development and of late years what from this and perhaps other causes catchers have slowed up a good deal in speed so that they are scarcely better base runners than average pitchers. There is something in this theory of a stocky build, as the catcher, like the pitcher, needs to be a man of good muscular build to stand the constant strain of his position.

A catcher more than any other player on the diamond, needs to have a good working knowledge of human nature. He needs to be the type of man who can humor the pitcher and, at the same time, jolly the opposing batter. In a real game, if you sit near enough to home plate to hear, you will remark that the catcher is usually keeping up a steady stream of comment usually to the batter. This is done with the well understood intention of diverting his attention from the matter in hand, trying, if possible, to get him to take his eye off the ball for a minute and thus get him in bad with the pitcher. His conversation is much more important than is commonly understood. In fact, some catchers consider it the most important of qualifications for the job. Street, one of the greatest of American League backstops in his day, was known as "Gabby," while Kling, who was equally great in the National League, had the nickname "Noisy," showing the importance these two performers attached to conversation on the diamond.

This point, I believe, is not generally understood, and yet it is a fact that one of the prime essentials in a catcher is to keep his own pitcher encouraged at all time and rattle the opposing batter if possible.

The chief difference between an experienced catcher



and one who isn't experienced, is in their knowledge of the game. It is for this reason that a manager very often keeps an old catcher who is slowed up and can no longer hit as his first-string man, in preference even to some brilliant young performer, because the veteran has long experience and a sound judgment which the young man lacks. Of course this knowledge can only be gained by years of work, and that is the very thing which the young man breaking into the game does not possess. I mention it because that is the end he should work for from the time he catches his first game.

The catching talent which shows up most clearly is ability to line a ball down to second base. Not every one has it in him to be a Jimmy Archer in this respect, but it is absolutely necessary that a catcher should be a fast and accurate thrower. Young catchers should always try to be in a position when they receive a ball to get the runner trying to steal a base. Whether the pitched ball is coming above or below the waist, the catcher should always put his left foot forward; let his arm go well back, and throw the ball with the same motion by which he throws his body forward. Never draw the arm up in front, and never take a step after you catch the ball. This is what loses time, and the smallest fraction of a second is what counts. The instant you have your hand on the ball, throw it with an overhand motion and on a line. If you do this, you are bound to throw it accurately. If the ball happens to be pitched as high as the shoulder, or near it, let the hand go back over the shoulder and throw the ball with the full length of the arm. If the ball is pitched on the inside of the plate and low, stay in your position, as you may have to take a short step when you throw it. This seldom happens, as the pitchers always try to help the catcher get the base runner.

In throwing a ball, always be careful to get a free, natural motion—never snap the arm; for if you do, you will be likely to injure the tendons in the shoulder.

Above all, a catcher should have confidence in his throw. It is hard for the average player to see what difference this makes, but it does make all the difference in the world. If the catcher really believes he is going to get the runner, in most cases he will. If he is in doubt about it when he throws, the ball is very apt to go wide or be too late. Confidence counts everywhere in baseball, but nowhere more so than with the catcher.

## PITCHERS.

The pitcher ought to be tall. If you will look over the list of Major League pitchers you will find that almost all of them are six feet or over. Occasionally a man much shorter than this becomes a star, but ordinarily a good pitcher does not fall much below six feet in height. There is a reason for this. In the first place, a tall man, since he is usually well-proportioned to be a ball player, is a big man as well. Pitching is the most wearing work in baseball—it requires a man of more than average endurance and strength. Most managers insist upon having big men for pitchers, and are not generally interested in small men, even though they show much cleverness. They figure that a pitcher has to be big and strong to stand the strain. Again, a tall man can get a much better swing with the ball than a short man, and other things being equal, will have more speed. The theory that ball players should be big men physically has been exploded in reference to some positions, but still applies to pitchers. The first thing the pitchers must have, and generally the hardest thing for him to get, is control. Some pitchers are spitball pitchers, and use little else. But the average pitcher employs both

fast balls and curves. A young pitcher must practice both types until he can be sure of getting the ball over the plate. In practicing he should always try to put the ball over the plate, and in time he will get the knack of doing this. Once he gains control the rest is easy.

Pitching curve balls a foot outside the plate is only wasting them and gets a pitcher in a hole. Try and curve them as near the plate as you can. Get control of them as well as the ball you curve over the plate, and you may draw the batter on to strike at them or hit the ball to the first or second baseman.

There is some difference of opinion on pitching delivery, but to my mind the pitcher should always keep his arm as high as he possibly can, especially throwing low curve balls over the plate. If he can master this art he is bound to be effective. The pitcher should always watch the batter and notice the position in which he stands at the plate. All batters at times step back from the plate with their left foot. This is a sure sign of lack of confidence and generally denotes that the batter is in a slump. Such a batter should never get a ball on the inside of the plate. For that is the only kind of a ball he can hit good and hard. Otherwise he cannot hit the ball outside of the diamond unless it is a scratch hit, for he has to over-reach himself to get it, and is not in a position to hit it hard.

I remember one season, I think it was in '93, Boston and New York were great rivals, and every game they played, the grounds in both Boston and the Polo Grounds, were packed with people. It was late in the season, and they were tied in the series. The game was at the Polo Grounds, and there were more than 20,000 spectators. I then had the bar and lunch privilege at the grounds, and some of my friends were backing Boston to win. So I took the old Giants on

general principles. There were a lot of my friends there that day trying to show me, so they said, how much I knew about the game. So I thought I would take a look at my friend, Amos Rusie, who was pitching for the Giants. He never had more speed, and his inshoot was working fine on the inside corner of the plate. Amos was always happy when he had control of that ball. He was a big, good-natured fellow and did not want to injure any player. The Boston Club was hitting the ball hard, and New York was playing a great fielding game, making double plays and great stops for the first two innings. The nine men batted all around, and Boston succeeded in scoring one run. I sent one of my workmen down to Amos on the player's bench with a note. In this note I told him not to pitch his inshoot, that nearly every one of the Boston Club was pulling his left foot back from the plate, and that the batter could not hit a ball out of the diamond if he would put them low and over the plate. Hugh Duffy was the first man up for the next inning, and he hit a slow grounder to the first baseman; the second batter hitting to the second baseman, and the third to the first baseman. When Amos was walking to the bench he looked up toward the bar on the grandstand, which was behind the catcher at the back of the stand, and he had a big broad smile on his face. Any player who pulled his left foot back, or left-hander, who pulled his right foot back, never hit Amos very hard after that, and the Giants won the game, 4-1. A couple of nights afterward I dropped into a place and met Dad Clarke with a few of his friends. Dad could give a man quite a tongue-lashing, if he stood for it, and when he saw me he was ripe for an argument on the old game. He began by saying to me: "You oldtimers make me sick." But Dad stepped on the tail of my coat when he spoke of oldtimers, for



I am always ready to give an argument in their favor. Dad had been sitting on the bench most of the season, so I told him about batters stepping back from the plate. Amos nearly always pitched the first game of the series against each club. He was a very speedy pitcher, and if he lost control of his inshoot and hit a batter it would hurt, which made some of the good hitters very timid and caused them to step back from the plate. It would take a few days before they would get their stride again. I told Dad about this, and told him to ask Johnny Ward to let him pitch a game right after Rusie, and if he won it to ask to be allowed to pitch every game after Rusie. Ward allowed him the privilege, and he won the game. He followed it up, and he won every game he pitched on the western trip, as he was a foxy pitcher and told no one the secret of his success. The batters often wondered why it was that dad was so successful. They claimed that he had nothing on the ball. It is true he had a little speed, but because he followed the advice I gave him, they could not seem to hit it out of the infield.

All good pitchers in the old days would try to watch the position the batter took when he went to the plate, and pitch accordingly. Pitchers ought to do the same to-day. The pitcher must always remember that he is not working by himself alone. To get the best results he must always co-operate with his catcher. Among other things he must try to keep the base-runner as close to the bases as possible, and must be ready to throw to the base whenever necessary.

In pitching to the batter, try to put the first ball over the plate. Most batters don't hit at the first one, and if you can get one strike on them without much trouble, that gives you a big percentage. It is hardly necessary to say that you must study the batter you face. Try

to pick out his weakness and always keep this particular weakness in your head when you are in the box. When there are men on the bases and a good batter up and you can see that he is anxious to hit the ball, that is a fine time to give him a slow ball about knee high and over the plate. Nine times out of ten he will swing before the ball gets to him. A pitcher can read a great deal from the attitude of the various batters who face him and take advantage of them very often if he is skillful.

The first baseman should be tall. Above all things he needs a long reach. This position is a good one for a left handed man, for he does not have to turn in making the throw to second base. He can also touch the man coming to first base better, as he will have a grip on the ball, for he has no glove on his left hand. A good big fellow who can hit the ball ought to play this base. He must learn to get all the balls thrown on a short bound just the same as if they were hit at him.

The second baseman ought to be at least five feet, ten inches, a very active fellow who can cover lots of ground. He must learn to stop quick, for he has a large territory to work in—both on fly balls and grounders. In the case of a grounder he should always try to get in front of the ball so that if he fumbles he can recover the ball quickly. The second baseman ought to cover first more often than he does. When the bases are empty nearly all those slow hits the first baseman gets when the pitcher covers the bag ought to go rather to the second baseman. He should cover the bag when he can save the pitcher who is by all odds the hardest worked man on the field. The second baseman has to be a good under-hand thrower in handling low thrown balls where he has to make a quick double play. He also has to have grit and not be afraid of the base runner.



The shortstop is a very hard position to play. He must have an excellent arm and be a good thrower. He usually plays a deep field and gets very little help from the third baseman. On balls which go to the right of him he has to field clean and throw them very hard to get the batter. On hits toward second base he generally has to turn to throw the man out at first, and consequently must get speed on the throw. He has to run in on all those little slow hits that look so easy and not fumble them. He should not snap the ball in running, as that is how most ball players hurt their arms. It is always better to stop quick and throw the ball hard. Pull the arm back, put the left foot forward at the same time, and the ball will travel faster and more accurately. The shortstop often has to cover second base, particularly in double plays. Shortstop is a very hard position to play because the third baseman has to play in short for bunts. He cannot cover ground to the left of him, and it looks foolish, for he very seldom throws the batter out on a short hit. It is generally the pitcher that gets the hit and throws the batter out. The only batters they really get are the men that hit an ordinary slow hit, and the third baseman could handle these just as well if he would play a deeper field and run in on the ball. What a pleasure it was to see Jerry Denny, Billy Nash, Jimmy Collins and others covering ground, making beautiful stops of what looked like sure base hits and throwing the ball on line to the first baseman.

In '88 Mike Tiernan batted after Johnny Ward, who was a great base runner and used a lot of judgment. If he reached first with none out and saw the third baseman playing very deep he would signal Mike that he was going to second. Tiernan was a good hitter and made some of the longest hits on record. He also could

bunt the ball and beat it out, for he was a very fast runner. When Johnny went to second Mike would hit a slow one to the third baseman, and on the throw to first Ward would go to third, and very often both of them were safe. Even if the third baseman ran in on the ball and got Mike out first, it was a sacrifice hit and another would score a run, for Ward was very fast. But they did not work this play very long, for the old fellows knew all the tricks of the game and soon put a stop to it. When the American and National Leagues came together they thought it would be a great thing to bunt the ball so the infield could not make a double play. The batter might run it out and get a base hit, and another base hit would score the runner on second base. So they finally reached a point where they deliberately put themselves out to advance a runner to second base, where he was left a good many more times than he scored. A club that plays that kind of baseball from the beginning of the game will never reach the first division. The batter that makes a sacrifice hit where another may score a run is accomplishing something, but the other fellow is too glad to get away from the plate and has no ambition unless his manager instructs him to do it. There are a lot of those kind in the game to-day. That is why a third baseman has to play in close. I think an active little man with plenty of grit to get in front of all hard-hit balls would make a good third baseman, as he can get down better than the big fellow when he runs in. But if the pitchers keep trying to save their arm by pitching low curve balls under the shoulder, it is only a matter of time when the third baseman will have to go back and play deep. That kind of pitching was knocked out of the game in '82 or '83, so my advice to pitchers is, keep your arm as high as you can when throwing low curved balls over the plate, as it

has been the only successful curve pitching that has lasted.

Little men who are active and good throwers would make good outfielders as they can start quick and cover a lot of ground, they can recover themselves quicker than the big fellows on short fly balls and can stoop better without falling and prevent the runner from going to another base.

They can stop short and not run with the ball after catching it; they can run in on ground balls and get them better as they are natural infielders and can throw the ball just as far and as accurately.

They would back up the bases as they are active and some little men are just as good hitters and base runners; they can slide and get up quick and would get their base often on balls as they are harder to pitch to.

Little men will have to learn to be long, accurate throwers and hit the ball and run the bases fast and play the outfield as they want all big men in the infield now.

If the batter would stand in the rear end of the box with his right foot against the line near the plate and face the pitcher with more than half of his chest and both eyes with his left foot out straight near the line at the plate and have a firm grip on the bat and let it rest on his shoulder; he then would have a full view of the base line from the home plate to third base.

By standing up in the box sideways he cannot see that line and with his side to the pitcher he has to turn his head to see him with both eyes and that puts a strain on the lens of the eyes, and if he would face the pitcher he would not hit so many of those good line hits foul as he would have the base line to guide him and could gauge the ball when pitched accordingly.

The weight of the bat would not be on his wrists; he could see all curve balls better and would not be fooled

so often on low drop balls below the knees which he ought to let go by.

The catcher would have to get back out of the way of the bat and the umpire would have a better view of the plate and see all curve balls better and would make less mistakes on strikes.

The batter would not have to swing so hard at the ball; he could meet it and line it out with his arms if he wanted to drive it out straight and hard or hit it in right field, take a step forward as the ball goes over the plate and try to hit it on a line.

If the pitcher has great speed and is successful throwing straight speedy balls over the plate it is because the batter is swinging hard at the ball and the pitcher has the advantage, but if the batter stands erect and tries to meet the ball with his arms he has a better chance to hit it in the middle and the old bat will ring. They are great balls to hit and go off the bat like a shot.

A batter at practice should try to hit all balls over the plate in any part of the diamond he wants to and should be able to do it before he becomes a major league player.

A batter should never pull his left foot back or left handed batter his right foot unless he wants to hit a ball on the in-corner of the plate and they are great balls to hit if not too close or too high and can hit them good and hard at the third baseman or in left field.

If you keep pulling your left foot back and can't get control of it go out to the ground some morning and have some one to throw to you; make him put the ball over the plate as often as he can; stand perfectly still with your feet and try to hit every one over out straight towards second base with your arms; let all the close ones go by and try to hit them on a line; after you have hit quite a lot try a short step forward and meet the ball

with your arms and each one goes over the plate take a step and hit it hard and on a line out straight and you will soon get your stride again.

A batter should always keep track of his left foot when at the plate and step forward before he hits the ball.

A young player should always wait until he has a strike called on him as the pitcher may be trying to work him and he can see the course the ball takes if it is pitched over the plate he is prepared to hit the next ball for he is collected and will not be so anxious or easily fooled.

A batter should go to the plate with the intention of showing the pitcher that he is his boss and the only way he can do that is not to let him fool him but make him put the ball over the plate.

The batter can do that if he stands in the position at the plate that I have advised for he will see the ball better and he will not be hit by the pitcher so often for he can stoop quicker and step away better.

If there are none out and a runner on first base and three balls and one strike on the batter, it is a good time for the hit and run if the ball is thrown over the plate and all pitchers will try to put it over; it can be hit or placed by the batter the runner will have a good start and may take advantage of the catcher and may go to third if the batter makes a base hit; if the batter lets the ball go by it will be two strikes and three balls, the pitcher may fool the batter and strike him out if the runner is held on first by the pitcher as the catcher knows he is going to run to second there may be a double play made or the batter may hit at a bad ball and not be able to place it as well.

When a runner is on first base he ought to make a start for second base to see who will cover the bag on



the throw from the catcher and stop quick and go back before he is thrown out so the batter will know in what direction to hit the ball or place it.

A base runner when on first base should get a good lead to make the pitcher think he is going to steal second base just lead enough so he can get back to the base and not be thrown out by the pitcher; he has got to be alert and watch the pitcher and make him throw the ball to try to catch him; if he has to slide let him get up quick as the ball may be thrown bad and only go a short distance from first base and far enough for him to get second base for the first baseman has to get it and turn around at times to throw the ball to the man covering the bag; be quick to take advantage when you see it; always keep your eyes on the ball when running bases.

The pitcher generally throws the ball low to the first baseman so he can touch the runner quick when he slides, that is why he sometimes makes a bad throw.

The runner should always try to worry the pitcher and make him throw the ball to first base and it may help the batter as he may waste a few thinking the runner is going to start for second.

He should wait until the batter has a strike called on him as the pitcher may try to work him and get himself in bad.

If not watch the pitcher close and see which way he draws his arm when he throws the ball to the batter and when he throws to first and when you are sure he is going to throw to the batter that is the time for you to go and you don't need a big lead when you get a good start for the pitcher may think he has you scared; never let him worry you; let him do the worrying.

When a runner is on second base and when the pitcher throws the ball to the batter the runner should always run far enough to get a good lead to get in on a base



hit and stop quick if the ball is not hit so he can get back to second; he should run on the outside so he will have a straight run home along the base line.

A runner should never try to steal third base when none out as the batter may make a hit or a sacrifice hit towards the second baseman or first baseman as the both of them will be playing deep if he tries to make a hit and it goes to the third baseman or shortstop the runner can make third on the throw to first if he starts when the ball is thrown and there is always a chance of the first baseman making a bad throw if the ball is thrown to the left of him and the man going to first should not slide then but keep on the inside of the base line to be in his way.

Never run until the ball is thrown as the fielder may make a bluff to throw it.

In a close game and one out the runner if fast should always try to steal third base as he can get a big lead on the pitcher for he is right in front of him and it is not a hard base to steal if he has a good lead.

He then could score on a fly to the outfield or a slow hit to the infield if he had a lead when the pitcher delivered the ball to the batter.

When a runner is on second base and two out and there are no strikes or one strike and three balls on the batter in a close game and a run will tie the score he should try to steal third base as he can get a good lead for the pitcher and catcher's mind are on the batter.

And if the batter gets his base and runs to second the catcher will and should throw to second to catch him and may make a bad throw; there is always a chance of that and the run will score or the runner if he saw the ball was there ahead of him if he watched the man who took the throw could stop quick and go back; so the man on third if he took a lead when the pitcher deliv-

ered the ball to the batter could score if it is a short throw to catch the man on third going home then he would get second; the coacher can make the man on third go back; a base hit will then score two runs as the man on second always has a good lead when there are two out, whereas if the runner had not stolen third it would only score one run.

When a base runner is on second base he should watch the fielder when a long fly is hit and he can see if he will catch it he should get back and stand on the bag and when the ball hits his hands go for third when there are none out or one out as it is a long throw and he has to throw it fast and accurate to catch him and if he muffs it the ball will roll some distance and he can score on it.

Before the batter touches first base he ought to watch the coacher in case of a wild throw so he can keep his stride and can turn quick to go to second.

He also should stop quick after he touches first base in case the first baseman drops the ball and it may roll away from him and he should watch the man who takes the throw at second and know when to slide and get up quick in case of a bad throw by the first baseman who may have to turn before he throws it.

The runner should always slide feet first and on the left side so he will not hurt his throwing arm, throw the feet in the air and come down on your hip; let your left arm go out and drag it after you; don't come down on your hand as you may hurt your wrist; keep on the line stealing and slide straight for the bag and the baseman will not get in your way when you slide at him, making the fallaway slide on the outside or in front of the base gives the man that takes the throw plenty of time and room to touch the base runner and he is not afraid of the runner spiking him and keeping on the line the runner has less ground to cover.

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When a player is learning to slide he ought to wear those sliding pads and when he has it down fine he should never wear them as they are a big load to be carrying all through the game, especially when they get wet from sweat they will be very heavy and a player will not hurt himself when he knows how to slide he can sew a piece of oil silk on his pants and that will keep the skin from chafing on his hips and he will feel a great deal more comfortable and lighter and can stoop for ground balls better and will run faster.

In a game with none out and a runner on third base the infield should play for the batter and not come in on the grass for he cannot cover any ground on a hard hit ball to either side of him but should play back of the line so he can cover some ground as the runner on third will not take a chance of being thrown out on a ball hit to the infield when he knows he can get in if the next batter hits a fly to the outfield or makes a base hit.

If one out the infield can play in the same position as the runner on third is not fast and the ball hit hard he can be thrown out at the plate, and if the runner is fast on third play in short.

If one out and a runner on first and another one on third always play for a double play if the ball is not hit hard try and get the runner going to second base; never be afraid to let a club score a run when there is a chance to make a double play and clear the bases trying to keep a club from scoring a run often gives them a chance for a rally especially if you don't get the man at the plate if you are playing in short to get him.

If your club has a lead of a couple of runs and a man on third and none out or one out always play deep for the batter at any stage of the game.

A runner on first base and a ball hit in right field or center field along the ground the fielder should run in



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on it and close his legs on it and keep the man on first from going to third if hit to one side of him and the runner goes to third and the fielder thinks he can get him he should brace himself and throw the ball good and hard on a line, not on a bound.

The shortstop should back up the throw and if the third baseman, who ought to keep his eyes on the runner, can see easy if he can get him, if not he can throw the ball to the second base and get the man that hit the ball if he leaves first on the throw to third.

If one or none out when a runner is on second base and the batter makes a base hit one a fielder can run in on he should throw it on a line to the plate and if he don't get the runner at the plate it will entice the man who hit the ball to go to second base on the throw home and the catcher can tell if he keeps his eyes on the runner if he can get him at the plate, if not he can get the man that hit the ball if he goes to second on the throw home every time if he don't delay but throw it as soon as he catches it and the bases will be empty.

If a runner is on third base and another on first and none out the catcher should throw the ball to get the runner going to second; the pitcher should throw to first to keep the runner close to the bag and not let him get a lead; the man on third will not be so foolish to run home when he knows he has two more chances by the batter hitting a fly to the outfield or making a base hit.

If the runner stops before he reaches second base when he knows he is caught he should be run back quick towards first, the second baseman should not be afraid of the man on third going when he did not go on the long throw so let him get his speed before the base runner and touch him quick before he gets his stride.

When there are one out the catcher should make a long



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throw to get the runner at second base if a fast man is on third and a runner on first starts for second the man on third will surely start for home on a long throw if the catcher makes a short throw and a run would tie the score the coacher would hold the man on third for he knows the runner on first will reach second base safe on a short throw and a fly ball to the outfield will score him or a slow sacrifice hit for he is fast and a base hit will score two runs and may win the game, so the only chance is to walk the next batter and trust to make a double play for if the infield play in short they can't cover any ground on either side of them on a hard hit ball and the runner on third is fast.

So if the catcher made the short throw it would put them in a very tight place where if he made the long throw and got the runner going to second base the run would only tie the score and the bases would be empty and two out.

If one out or none out and the bases are full in the ninth inning and the score is tied the infield should not come in on the grass but play on the base line so they can cover some ground; they should remember that the man on third is forced out at the plate and the catcher don't have to touch him and if the ball is hit hard the catcher, if he stands on the plate may get the batter at first, making a double play; the pitcher should throw the ball to third base if the runner takes any kind of a lead, and make him stay near the base.

If the home club is at bat, the outfield should play way in so they can throw the runner out at the plate if they catch a line hit or a short fly; if they play out the man on third will score on a fly and win the game.

The club that will be near the top at the end of the season have got to hit the ball, run the bases; and the outfield will have to cover ground on all base hits and

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throw the ball when the runner is trying to make two bases on the hit when the batter hits it.

The club that plays scientific baseball by bunting and playing for one run all through the game is not playing major league baseball; it may do well for a while when the other club is not hitting in an odd game but it is bad baseball to play all season as it interferes with the batter when he is hitting the ball good and hard to have to bunt it, for he very often gets out of his stride at the plate and it keeps the runner from trying to steal a base when he knows the batter is trying to advance him; it takes all the ginger out of the game and also out of the player.

There was some changes made in the playing rules such as; catching a foul tip and none out; or one out and throwing it to the base and making a double play before the runner on a base could get back to it; and dropping a fly ball in the infield; or trapping it when runners were on first and second base with none out or one out, making a double play.

And a runner on third and one out or none out an outfielder, if a long fly was hit, would tap it up in the air before catching it to keep the runner on the base until the ball was caught; or if he went as soon as the ball hit the fielder's hands he would have to go back and touch the base again; and the ball would be fielded quick to third base and the runner was often held there especially by long accurate throwers.

Also fouling the ball if the batter had the pitcher in a hole; if the pitcher threw it over the plate, the batter would hit it foul until the pitcher threw a bad one and he got his base on balls.

So to keep him from doing it, if he hit the first ball he struck at and hit it foul, it is a strike; or if he hits the next one foul it is a strike; but he can hit as many

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as he likes after that, unless he bunts it, but the batters don't seem to take advantage of it when they have the pitcher in a hole.

The rule looks so ridiculous; they did not wait until the batter had the pitcher in a hole and then if he fouled the ball call it a strike, but if he fouled the first ball pitched it is a strike; and to give a pitcher credit for striking a batter out if he hits the ball in the middle of it and lines it foul, just because he hits quick and has got his eye on it; and it may be the second strike, as some good hitters will wait for a strike to be called on them, especially if there are men on the bases; or he may hit one away out near the foul line, and if it is caught then it is a foul fly, if not a strike; and if the umpire makes a mistake and calls him out on the third strike, or he misses the ball by a small margin, the pitcher gets credit for striking him out.

If the batter makes a foul tip, or a foul hits the wire behind the catcher, or goes into the stand near the wire, or over the stand, the batter almost missed the ball and the pitcher should get credit for a strike; but not when the batter hits the ball in the middle of it and the pitcher is not in a hole, as the pitcher don't fool him; and there should be some discretion made by painting lines on the stand, and the ball would have to go on the inside of them to be a strike; and not be robbing the batter of what belongs to him; it is a foul ball and should not be anything else.

And it disgraces the batter to give a pitcher credit for what he does not accomplish; and have such a nonsensical rule in the national game.

I will put the young fellow wise to a few things they have to do to be successful.

The principal thing he has to do is take good care of his eyes. To do that he must not read much at night,

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especially lying down; if he goes to a moving picture show, let him not sit too close to the pictures. Sleep is a great rest for the eyes and for the ball player. Keep the bowels well regulated; that is the main thing.

He should also take good care of his throwing arm. Before going to bed, if he would soak a piece of flannel in hot water and put it around his shoulder and elbow to open the pores, then dry; and rub some camphorated oil in good and hard two or three times a week, it would keep the sinews soft, and the blood would circulate and not get stagnated, as it very often happens with all athletes. If he would do the same to his hips, knee joints and ankles a couple of times a week, it will help to make him fast.

Every morning when he gets up, before breakfast, if he would place his feet almost together and bend down and almost touch the floor about fifty times good and quick, and after breakfast, take a walk, he would always feel supple and not get that tired and lazy feeling, which all ball players have at times, and interferes with their playing.

Drinking a lot of stuff in the morning and at dinner, no matter what it is, will bring on that feeling quicker than anything else. If a player feels thirsty, let him eat some fruit. It will make the blood rich, and help to keep the bowels regular; and he will always be in trim.

There are times when a player breaks the rule of going to bed at a certain time. It often happens, as they are only human. They have to report at the grounds in the morning for practice. He should be on the level with his manager. If he did not have enough sleep and wrote a note, giving it to another player, telling him he had no sleep, as he was not feeling well, he then might get excused, as all managers

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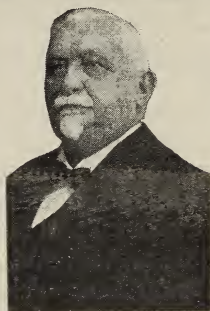
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want their players to have their natural sleep; and not be afraid of a fine. And when he gets up, if he is not feeling good, take a sedlitz powder; and a short walk then, after dinner, and during the game, he will feel good and have an eye like a hawk; and the manager will think more of him when he knows the player was trying to get himself in condition for the game.

If a player does not get his natural sleep, and reports at the ground and takes his practice, he may feel all right, running around and sweating in the heat of the morning; but when four o'clock comes he would prefer his bed than playing baseball, and will have no ginger in him.

Mr. Lane, editor of the *Baseball Magazine*, said all authors should show some facts to verify what they write about; so here is one about the old Metropolitans when they won the championship of the American Association in '84.

The Columbus and St. Louis Clubs were chasing the old champs pretty fast the latter part of June, and when we reached Columbus, Jim Mutrie, who was our manager then and was a whole soul fellow, asked the boys to refrain from all intoxicants while in Columbus, as they were a great fielding club and we had to hit the ball to win; and when we would get back to old New York, he and John B. Day, who was president of the Giants and owned the old Metropolitans, and was built like all New Yorkers are, would give the boys a grand rush a shay affair.

And the old warriors tried how red lemonade would work on their system while in Columbus, and they won the first two games and lost the third and last game by the score of 6 to 0, the first time they were shut out that season.

The next day was the third of July and was an off day, and they rode all day. And going into St. Louis



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that evening, Big Chief Roseman said to Mutrie Jim, "The boys have got to temper up to-night; that red lemonade they drank in Columbus has made them all feel like strangers to each other."

Jim answered back saying we play in St. Louis in the morning and afternoon and that the club has struck their gait and there will be one of them big holiday crowds there and we will have to play ball to win.

"Well Jim," said the Chief, "if you think we can win without drowning that stuff we drank under your instructions in Columbus, I for one, don't think so; and that last game we played don't prove it.

"Well, wait until to-morrow night and we will all go together and get it out of our system," said Jim.

But nature took its course with the majority of the boys, who were favorites in St. Louis and had a lot of friends there, and they did not reach the hotel until the sun was shining.

Jim got wind of it and put a fine of a hundred dollars apiece on every player who did not show up before he went to bed himself.

It was a very hot morning and they had the largest crowd ever attended a morning game—fifteen thousand. The old champs ran around like colts in the hot sun and felt like fighting cocks. And the red lemonade and the old juice poured out of them and they felt like the old New York boys again.

Arlie Latham often remarked after: "I will never forget the determined look that band of Indians had on their faces that morning."

McGinnis pitched for St. Louis, and he never in his existence got such a walloping as the old Metropolitans gave him; winning the game 17 to 0. But in the afternoon they acted like a lot of dead ones. Dave Foutz pitched for St. Louis and his drop ball was



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working to perfection, and the Metropolitans were nearly all low ball hitters and loved to get up against such pitchers as Foutz or others that would try to fool them on low balls.

But Dave got away with it, for the old Indians of the morning were only lambs, and St. Louis had them 7 to 0 up to the seventh inning.

Mutrie who was watching the financial end, and was an up-to-date fellow, saw the trouble with the fleet and got a bottle of Hennesey's Three Star and brought it over to the bench saying, "Take a good high one of this and get some life in you, for I never saw such a lot of dead ones. And after this, any player that don't get his sleep will get what's coming to him, and that goes."

"Say Jim," said one of the fellows that never drank anything that would go to his head, "I am going to take a high one off Foutz this time, as he stepped to pick up his bat, and I am going to meet it. We are trying to knock that drop ball of his out of the lot but we are hitting it in the air."

So he called for a high ball as he went to the plate, and the first batter up that inning. Dave tried to draw him on by wasting the high ones and still pitching the drop ball, but he would not bite at them and got his base on balls.

Big Chief Roseman, who had a voice like John L. Sullivan, and was a great coacher, who was after having one of Mutrie's high ones, jumped up to the coaching line and shouted at Foutz, calling him a big pair of scissors, and told him his mother raised him on asparagus. The next batter called for a high ball and he met one in the middle and lined it out safely. The next batter also called for a high ball. You could see Dave twitching and getting uneasy and at last lost his head and others with

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him, and the old champs scored nine runs that inning and won the game, 14 to 9. When the bunch got into the coaches they looked around for Mutrie, but he had scooted around to our old friend, Chris Von der Ahe, who was a great admirer of the old Metropolitans and took great delight in seeing the old ball hit good and hard, and if his own club could not do it, he took just as much pleasure watching the other fellows hit, when they had a batting streak. So Jim got him to put a half dozen quarts of "Mother's Milk," as Bill Devery christened it, on the ice, and the old Metropolitans made short work of it and drowned the red lemonade along with Jim's hundred dollar fines.

And that is one Fourth of July that my old friend Charley Comiskey, who was the manager of the St. Louis Club at that time, will never forget. He often mentioned it as the invasion of the Indians.

Some people, after reading this about the old Metropolitans, will think they were a lot of "topers." They were not, but nearly all New York boys and, and, as all big city boys, mix in with all kinds of people, and go in saloons. They drink a glass of beer instead of soft stuff and they did not indulge in it, but mere habit. And in those days, the public knew all the players and associated with them, and they understand the game and could give the ball players an argument on the game. They did not go to the grounds and shout at the ball player if he made a bad play, and clap and stamp their feet to try and rattle the other club's pitcher. They were built of the right stuff, and wanted to see the home club win, but they had to do it without any help from the audience.

They loved the old game and treated all players alike, by applauding all good plays made in the game.

And big crowds attended the games then. If a club

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was well up in the race, all big cities averaged five or six thousand to a game; and from ten to fifteen thousand on Saturday, and would pack the grounds on holidays and root for the home club to win, and had just as much enthusiasm in them as they have now.

I am going to wind up this old marathon manuscript by throwing a few bouquets to those who justly deserve credit for making baseball what it is to-day, and that is, the newspapers, who gave it so much space, and the reporters, who scored the games in a broad-minded way, which made the ball players cover ground when they knew they would get the benefit of a doubt, which was the best improvement ever put in the national game, and made all ball players cover a lot of ground, especially good players, that could get any thing hit at them, and were stuck on having fine averages; get all the speed they had in them into the game. Where, in the old days, they would not pull together, and give the ball player what belonged to him, and try to improve the game; but stuck to the old method and gave him an error, no matter how hard he tried to get the hit, and it helped the players to have good averages both in fielding and batting. The impartial way they score the game to-day and that is etiquette.



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